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Sauron™'s Treachery

For countless years, Sauron has worked ceaselessly for dominion over Middle–earth. During the Second Age, the Dark Lord tricked the free races, giving them mighty Rings of Power that would ultimately be their undoing.

Sauron deceived the Elves with guile and sorcery, fooling them into believing that he wished to help them. Once he had their trust, the Dark Lord aided the Elves in the creation of the Rings of Power and then bestowed their great magic upon the races of Men, Elves and Dwarves. It was only later that the Elves learned they had been betrayed, when it was revealed Sauron had secretly forged a master Ring, The Ruling Ring, with which to control all the others. Even as Sauron began to twist the bearers of the Rings to his will, the free races of Middle-earth rebelled, led by their Kings Gil-galad and Elendil. However, Sauron's army had been gathering in strength for many years and, at this sign of resistance, the Dark Lord unleashed his hordes upon the world. In his name they wreaked havoc, sundering kingdoms and bringing flame and ruin to all who opposed them.

> *'A last alliance of Men and Elves marched against the armies of Mordor.'*
>
> GALADRIEL™

In this Pack's Playing the Game, we present the High Elf forces that battled Sauron during the Second Age, including powerful Heroes such as Gil-galad and Elrond. In the Battle Game, we create a scenario based around the treacherous actions of Sauron during his rise to power, when Men and Elves found themselves pitted against each other. In the Painting Workshop, you will learn how to paint your Gil-galad miniature, while in the Modelling Workshop we show you how to build a fiery lava flow to add to your Mordor modular terrain.

◄► GIL-GALAD

The Elven High King was among the few with the power to resist the Dark Lord Sauron.

The One Ring™

The Dark Lord Sauron forged The One Ring in the fires of Mount Doom and, while it exists, he can never truly be defeated. The Ring has an important role in the fate of Middle–earth and there are many scenes you can recreate centred around this evil object.

➤ LAST ACT OF DEFIANCE
Defending Elendil's body, Isildur cuts The Ring from Sauron's hand.

At the end of the Second Age, Sauron's armies assaulted the kingdoms of Middle-earth. Against this deadly threat, the races of Men and Elves joined forces to form The Last Alliance. Elendil, the King of Gondor and leader of Men, faced Sauron in combat during this climactic battle. Wielding The Ring, Sauron easily slew the King, flinging his broken body to the scorched earth. Isildur rushed to protect his father's body, even as the towering figure of Sauron advanced. In an act of desperation, the young Lord snatched up his father's broken sword and struck out at Elendil's killer. The lucky blow cut the Dark Lord's fingers from his hand – and The Ring with them – undoing his power. With the loss of their leader, the forces of Mordor fled and the battle was over.

The Ring Betrays Isildur

After taking The Ring from the remains of Sauron, Isildur tried to use it for himself. However, it was to betray him, slipping from his finger during an Orc ambush at the battle of Gladden Fields. Without The Ring to hide him, Isildur was slain by Orc archers.

The Ring Returns

When The Ring returned to the world, it found its way to Smeagol, one of the river folk, and twisted him into the creature known as Gollum. For many years, Gollum kept The Ring in a dark cavern, only to lose it to a Hobbit named Bilbo Baggins.

Escaping the Shire

Through fate and misfortune, The Ring eventually finds its way into the hands of the young Hobbit Frodo Baggins, Bilbo's nephew. Realising he is in grave danger, Frodo flees the Shire with only his trusted companion Sam to aid him. However, the servants of Sauron are nearer than they think and, after unexpectedly joining up with their friends Merry and Pippin, the four Hobbits find themselves hunted by the dreaded Nazgûl.

➤ DEADLY ENCOUNTER
The Hobbits hide from a fearsome Ringwraith, who is seeking out The Ring of Power.

▲ GOLLUM'S TREACHERY
After gaining Frodo's trust, Gollum tries to take The Ring for himself.

Journey to Mount Doom

Throughout his quest, Frodo is beset by the servants of Sauron, eager to recover The Ring. Through the Marshes of the Dead and, later, in Osgiliath, Frodo comes close to being discovered. In addition, the growing menace of The Ring begins to drain his will and torture his mind. He also finds he must overcome the trickery of the creature Gollum, who longs to possess The Ring once more. During their journey to Mount Doom, Gollum turns on the Hobbits, desperate to claim back his 'precious'.

> *'One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them.'*
>
> GANDALF™

Elves of The Last Alliance

The Elves of the Second Age were the greatest warriors of their time, without equal in battle and resolute in their struggle against the tyranny of Mordor. Here we present the profiles of the Elves of this period for your Battle Games.

Powerful and wise, the Elves have endured throughout the centuries, ever watchful of the forces of Evil. With the rise of Sauron, the Elves readily took up arms against his forces, led by the High King Gil-galad. Few warriors can match an Elf in battle – even when outnumbered he presents a formidable challenge for his foes. The Elves' weapons and armour are also works of deadly craftsmanship unrivalled by the lesser races. Here we present the rules for using the Elves of the Second Age in your Battle Games, including their greatest Heroes, Gil-galad and Elrond.

◄ WAR-HOST OF THE ELDAR
The army of Gil-galad fearlessly marches to war against Sauron.

Immortal Elves

The entries presented here are primarily for use when creating Elven forces that took part in The Last Alliance. However, since Elves are effectively immortal these entries could, if you wish, also be used to represent some of the Elves of the Third Age, such as those from Rivendell or the Grey Havens. Although, historically, Gil-galad died at the Battle of The Last Alliance, he could still be used in a scenario of your own devising, or a points match game.

Similarly, the Elves of Lórien, as presented in Pack 35, also existed in the Second Age and could easily be used in battles set around The Last Alliance. Heroes such as Celeborn and Galadriel existed at the time and – because of the longevity of the Elves – it is conceivable that Haldir, too, was alive.

▲ ALLIANCE OF ELVES
The Elves of Lórien join forces with those of Gil-galad to face the threat of Mordor.

High Elf Captain (Points value: 60)

High Elf Captains are paragons of nobility, possessing the unfaltering confidence and unflinching courage of countless years in command. On the field of battle their skill at arms exceeds even that of normal Elf warriors.

F	S	D	A	W	C	Move	M	W	F
6/3+	4	6	2	2	5	14cm/6"	2	1	1

Wargear:
Heavy armour and Elven blade

Options:

Shield	5 points
Elf bow	5 points

High Elf Banner Bearer (Points value: 44)

With the ranks of thousands of warriors arrayed on the battlefield, the banner bearers fulfil the vital role of rallying the troops and defining the battle lines.

F	S	D	A	W	C	Move	M	W	F
6/3+	3	5	1	1	5	14cm/6"	-	-	-

Wargear:
Heavy armour and banner

Special Rules:
Banner (see Pack 34's Playing the Game). You may not include more banner bearers in your force than Heroes.

High Elf Warrior (Points value: 9)

The High Elves are the bravest and deadliest warriors in all of Middle-earth, combining skill at arms with expertly fashioned swords, spears and bows.

F	S	D	A	W	C	Move	M	W	F
6/3+	3	5	1	1	5	14cm/6"	-	-	-

Wargear:
Heavy armour

Options:

Elven blade	1 point
Spear	1 point
Elf bow	1 point
Shield	1 point

Gil-galad (Points value: 140)

Gil-galad was the mightiest warrior of his time. When Sauron assailed Gondor, Gil-galad swiftly led the Elves into war against him. During The Last Alliance of Men and Elves, Gil-galad fought on every battlefield, his bravery and leadership bringing inspiration and hope to the forces of Good.

F	S	D	A	W	C	Move	M	W	F
8/-	4	7	3	3	7	14cm/6"	3	3	1

Wargear:
Heavy armour and Aiglos (spear)

Options:
Shield 5 points

Special Rules:
Fearless
High King of the Elves
Terror

Fearless

Gil-galad is completely unafraid of his foes, confidently striding into combat no matter how fearsome the enemy may be. To represent this, Gil-galad does not need to test against his Courage in order to charge a terrifying enemy.

➤ DAUNTLESS WARRIOR
Gil–galad fears no foe, challenging even the Dark Lord Sauron himself.

▲ COMMANDING PRESENCE
Gil–galad is an inspiration to allies near and far.

High King of the Elves

Gil-galad's presence on the battlefield is an awesome sight. His confidence and skill are an inspiration to those around him. This is represented by the range of his Stand Fast roll (see Pack 10's Playing the Game), which is increased to 28cm/12" instead of 14cm/6".

Aiglos

Aiglos is Gil-galad's ancient and powerful war spear. In his hands, it is an exceptionally deadly weapon and opponents wisely fear it. Because of the reputation of his skill with Aiglos, Gil-galad causes Terror while he carries it.

Elrond (Points value: 120)

In the Second Age, Elrond served the High King as herald to the Elven court. He fought alongside Gil-galad at the foot of Mount Doom and watched the fate of Middle-earth unfold as Isildur refused to destroy The One Ring. In the Third Age, he is instrumental in starting The Fellowship on their perilous quest.

F	S	D	A	W	C	Move	M	W	F
6/-	4	7	3	3	7	14cm/6"	3	3	3

Wargear:
Heavy armour and Elven blade

Sauron™ The Deceiver

Using his evil powers of deception, Sauron has turned the Men and Elves of The Last Alliance against each other. Elrond and Gil-galad must now try to break the Dark Lord's hold over their comrades if The Last Alliance is to triumph.

Sauron's powers lie as much in his skills of deception and manipulation as in strength of arms. It was through these abilities that he first tricked the Elves into forging the Rings of Power, which would in turn grant him dominion over their bearers through The One Ring. In this Battle Game, we look at what might have happened if, during the War of The Last Alliance, Sauron managed to fool some of the Elves and Men into switching their allegiance to fight alongside his Orcish minions, against their former comrades. As a force of Elves and Men led by Gil-Galad and Elrond prepares to do battle with a detachment of Sauron's Orcs, the Elven heroes are turned on by those under their command, who have fallen prey to the trickery of the Dark Lord.

◄ DECEIVED BY MORDOR
Having fallen under Sauron's influence, warriors of The Last Alliance turn on their comrades.

THE COMBATANTS

For this game, the Good player will need the Gil-galad figure included with this Pack, along with Elrond, an Elven Captain and a Captain of Men. The Evil player will need two Mordor Orc Captains, a Banner Bearer and 20 Mordor Orcs.

In addition, the game requires 4 Men of Gondor with swords, 4 Elves with Elven blades and 4 Elves armed with bows, all included with Pack 44, as well as 4 Men of Gondor with spears. Control of these extra models can switch between the players, as you will see.

MAN OF GONDOR™

▲ WARRIORS OF GONDOR
The spear-armed Men of Gondor were included as card figures with Pack 44.

▲ DISTINCTIVE CAPTAINS
You can convert plastic figures or use alternative paint schemes to represent Captains, as described in the Painting Workshops from Packs 41 and 44.

CHARACTER PROFILES

Warriors of The Last Alliance

In order to combat the Dark Lord Sauron, the Elves of Middle-earth have formed an alliance with the Men of Gondor. While superior in fighting skill to Men, the Elves are far fewer in number and cannot hope to defeat Sauron alone. However, none of them are completely immune to Sauron's guile and treachery.

Elrond™ and Gil-galad™

Elrond is one of the mightiest heroes of The Last Alliance and herald to the last High King of the Elves, Gil-galad. Both know of the grave threat posed to the Last Alliance by Sauron's trickery and are determined to convince their deceived comrades of the truth.

The Forces of Mordor™

Sauron seeks control of the Free Peoples as much by deceit as by military strength. Indeed, the Orcs of Sauron's armies were themselves once Elves, led astray by the manipulations of the dark powers. Now, twisted and corrupted beyond recognition, they exist only to serve their evil master.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Gil-galad	8/-	4	7	3	3	7	14cm/6"	3	3	1
Elrond	6/-	4	7	3	3	7	14cm/6"	3	3	3
High Elf Captain	6/3+	4	6	2	2	5	14cm/6"	2	1	1
Captain of Men	4/-	4	5	2	2	4	14cm/6"	2	1	1
Man of Gondor	3/-	3	5	1	1	3	14cm/6"	-	-	-
High Elf Warrior	6/3+	3	5	1	1	5	14cm/6"	-	-	-
Orc Captain	4/-	4	5(6)	2	2	3	14cm/6"	2	1	1
Orc Warrior	3/5+	3	4(5)	1	1	2	14cm/6"	-	-	-

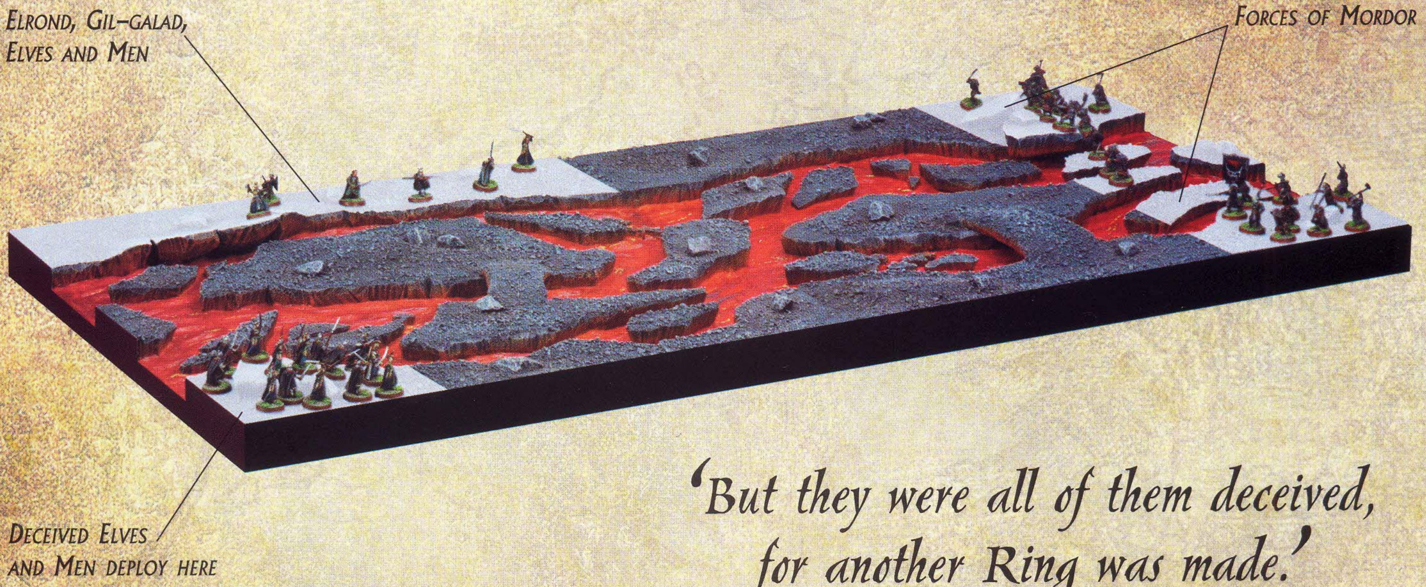
NB. Warriors are armed exactly as shown on the model. Any model with a shield increases its Defence value by one point.

The Gaming Area

The game takes place on a 120cm/4' by 60cm/2' board, constructed using the two lava flow boards from this Pack's Modelling Workshop. Place the two boards end to end, so that the lava runs along the centre as shown.

Starting Positions

Elrond, Gil-galad and any Elves or Men not affected by the Deceived! scenario special rule (see right) are set up anywhere along one bank of one board section. Any remaining Elves and Men are deployed up to 14cm/6" from the end of the same board on the opposite bank. The Orcs may set up anywhere within 14cm/6" of the opposite board end.


ELROND, GIL-GALAD, ELVES AND MEN
FORCES OF MORDOR
DECEIVED ELVES AND MEN DEPLOY HERE

> *'But they were all of them deceived, for another Ring was made.'*
>
> GALADRIEL™

Special Scenario Rules

Deceived!

In this game, a number of Elves and Men have fallen prey to Sauron's deception. Before deployment, roll a dice for every Good warrior apart from Elrond and Gil-galad. On a roll of 1-5, the warrior is Deceived by Sauron and will start the game controlled by the Evil player. On a roll of a 6, the warrior will fight alongside Elrond and Gil-galad as normal. During the game, you may wish to place markers next to models to help you remember which warriors are controlled by which player. A Deceived warrior is treated as an Evil warrior in all respects. They can strike blows against Good warriors as normal and are also not subject to the rule preventing Good warriors from shooting into combat.

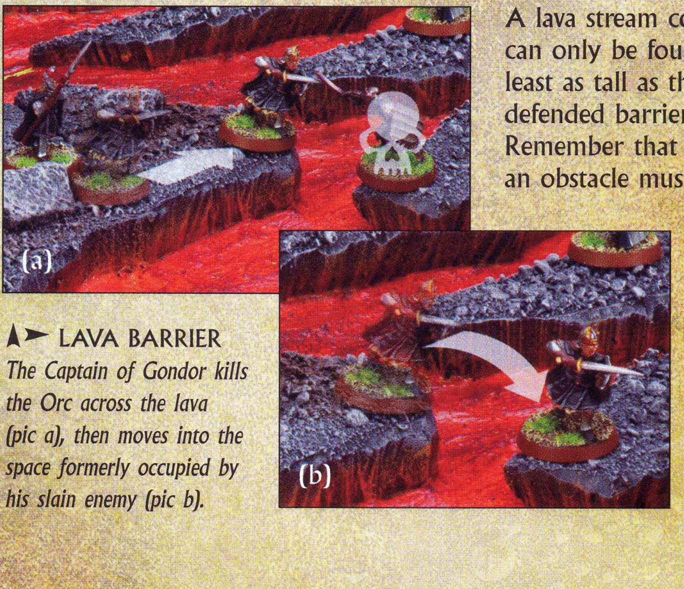
Good warriors may fight against their Deceived comrades, but may not strike blows against them if they win a fight and may not target them with shooting attacks. If a Good warrior wins a fight against a Deceived comrade, the defeated warrior must take a Courage test. If this is passed, Sauron's dominion over the warrior is broken and the model is controlled by the Good player for the rest of the game.

◄ ROLLING FOR DECEPTION
You can roll the dice for groups of the same type of figures at the same time. Here, of the four Elves with bows, one will join Elrond and Gil–galad on the Good side.

➤ FIGHTING THE DECEIVED
The spearman is pushed back but fails his Courage test. He therefore remains under the control of the Evil player.

➤ LAKE OF FIRE
Rolling a 1 and failing his jump test, the Orc falls into the molten lava and is killed.

▲ MIGHTY LEAP
Remember that Heroes can use points of Might to adjust the dice roll when jumping. When crossing lava, this can mean the difference between survival and incineration.



▲➤ LAVA BARRIER
The Captain of Gondor kills the Orc across the lava (pic a), then moves into the space formerly occupied by his slain enemy (pic b).

Deadly Lava

In the lands of Mordor, it is not uncommon to encounter places where molten volcanic rock flows across the landscape, deadly to anyone who might come into contact with it. Models may attempt to cross an area of lava as they would any other barrier. Any model which fails a jump test when crossing lava will fall in and be burned to death. Remove the model as a casualty.

A lava stream counts as a defended barrier and can only be fought across if the attacker is at least as tall as the stream is wide (unlike normal defended barriers, which can be twice as wide). Remember that to count as a defended barrier, an obstacle must be at least as tall or wide as half the height of the defender. Since Good warriors cannot kill their Deceived comrades, they cannot cross a barrier defended by one. If the Good warrior wins, they will be pushed back as normal, but the Deceived model must take a Courage test as described above.

WINNING THE GAME

- The Good side wins if all the Orcs are slain and all the Deceived warriors are controlled by the Good player.
- The Evil side wins if all the warriors controlled by the Good player are killed.
- If the Good side achieves its objective but either Elrond or Gil-galad is killed, the game is a draw.

WAR FOR MIDDLE-EARTH
The Battle of The Last Alliance is a desperate, final attempt to prevent the Dark Lord Sauron from achieving dominion over all of Middle-earth.

GOOD TACTICS

At the start of this game, you will be vastly outnumbered. For this reason, it's imperative that you convert as many warriors as possible back to your side as quickly as you can. This will reduce the number of enemies you have to deal with and will also bolster your own forces.

Your shield-armed warriors are particularly useful for converting Deceived models. Since they are unable to strike blows against their comrades anyway, you can use the shielding rule whenever you fight them, improving your chances of winning. In the same way, using spear-armed warriors for support in fights allows you to increase the number of attacks you can bring to bear without the risk of being hit.

One of the biggest threats early in the game comes from the Deceived Elven archers. Their improved accuracy and power compared to the Orc archers makes them a dangerous foe, particularly when combined with the ability to shoot into combat. Try to convert the archers as quickly as possible, since an astute Evil player will have no qualms about shooting into combats involving Deceived models. The archers can be particularly useful because they are able to engage the enemy without running the risk of crossing lava.

IMPOSSIBLE ODDS
Although Elrond and Gil-galad are immensely powerful fighters, they will eventually be overwhelmed by the sheer weight of numbers of the Evil forces.

TACTICAL SHIELDING
By using his shield, the Captain of Gondor doubles his attacks, making it easier for him to beat his opponents, and forcing them both to take a Courage test.

DEADLY ACCURACY
Beware the Deceived Elven bowmen, as they are far more effective than any Orc archer. However, they can become a valuable asset if converted to your side.

▲ OUTNUMBERED!
If you can bring your far superior weight of numbers to bear quickly enough, you can overwhelm the Good forces before they can convert many of the Deceived.

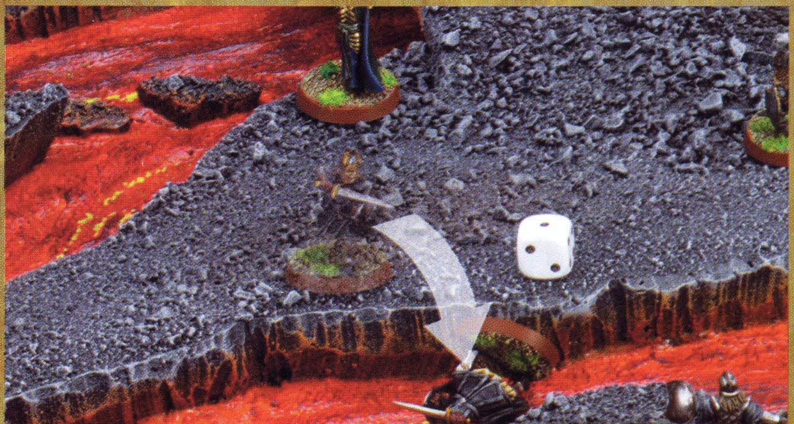
EVIL TACTICS

Winning this game for the Evil side depends on the effective use of the two disparate elements of your forces – the Deceived warriors and your own Orcs. In order to win, you will need to use these elements in conjunction with each other. If you simply rely on your Orcs, your forces will not be powerful enough to overcome Elrond, Gil-galad and any other models that have escaped Sauron's deception. On the other hand, if you rely too heavily on the Deceived Elves and Men, you will have problems if they are converted to the Good side. The best way to make sure your troops are not dealt with individually is by bringing the Orcs and the Deceived warriors together on the battlefield.

To prevent the Good player converting Deceived warriors, you can use the Gondorian Spearmen to support Orcs in combat. By doing this, you can avoid the risk of the Gondorians switching sides, while still gaining the benefits of the extra attacks in combat.

Another thing to remember is that your Deceived troops are completely expendable. It is in your interest for them to be killed rather than converted to the Good side. Don't be reticent about taking risks with them, such as shooting into combat or leaping across wide lava flows. Even if it all goes awry, you will have one less Good warrior to deal with later in the game. The same goes for using the Elf and Gondorian Captains' Might points while you control them. Don't worry about using up their Might, since this will leave none for the Good player to use.

▲ SUPPORTING SPEAR
The Deceived Man of Gondor is able to lend assistance to the Orc fighting Gil-galad without running the risk of being turned back to the Good side.

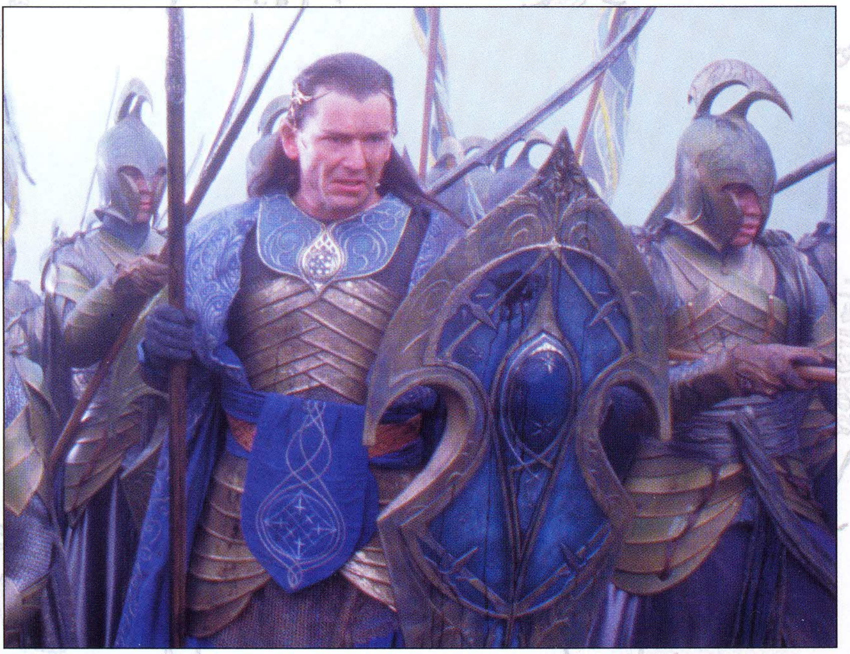


➤ WASTED MIGHT
Because the Gondorian Captain's Might has been exhausted while he was controlled by the Evil player, he is unable to change the dice roll to avoid falling into the lava.

Gil-galad™

Of the Elven leaders in days of old, the mightiest was said to be Gil-galad. His finely crafted armour and Elf-wrought spear, Aiglos, combined with his near-supernatural grace and power, made him a fearsome and imposing sight on the battlefield.

Gil-galad was a High Elf King of tremendous power, who led his people through years of war and toil in the Second Age, before finally succumbing to the evil might of Sauron at the battle of The Last Alliance. At the height of his reign he was an imposing figure, tall and powerful, dressed in the finest royal clothing and armour and wielding the mighty spear Aiglos. In this Pack, we look at how to paint this regal character model, building on the techniques used for Elrond in Pack 36, and paying particular attention to the shimmering robes and intricate gold details of his apparel.



◄ HIGH KING OF THE ELVES

Gil-galad enters the field of battle in the traditional fighting apparel of a High King.

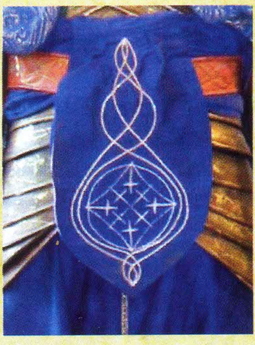
PAINTING ESSENTIALS

PAINTS REQUIRED

DARK ANGELS GREEN
SHINING GOLD
MITHRIL SILVER
DARK GREEN INK
BLACK INK
REGAL BLUE
CHAOS BLACK
BLEACHED BONE
BROWN INK
BLUE INK
GOBLIN GREEN
CHAINMAIL
TANNED FLESH
DWARF FLESH
BESTIAL BROWN
CODEX GREY
SCORCHED BROWN
FORTRESS GREY

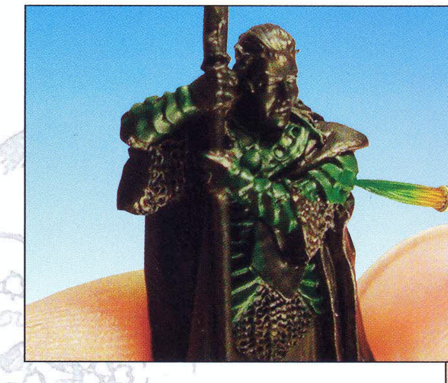
Reference Material

In this Pack, we will be looking at how to paint intricate details. The best way to accurately represent these details is to find some good pictures for you to reference. There is a wealth of excellent source pictures available for *The Lord of The Rings*, in books, on the internet and even on the films themselves.

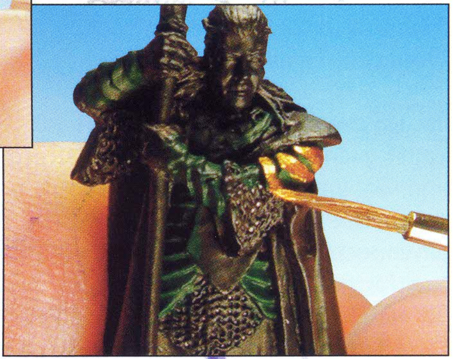


1 Elven Armour

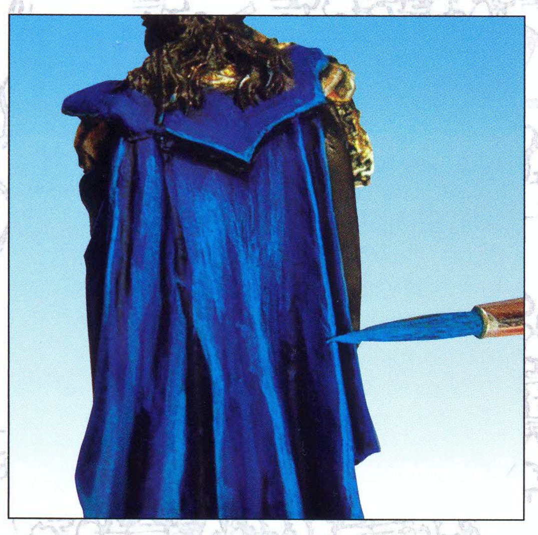
Gil-galad's elaborate armour is painted in a similar way to Elrond's in Pack 36. Begin by painting the armour plates and chainmail in Dark Angels Green. Paint all the plates Shining Gold, leaving the green in the recesses. Still using Shining Gold, apply a heavy dry-brush to the chainmail. Next, mix a lighter gold colour by adding Mithril Silver to Shining Gold and use this to highlight the edges of the armour plates and lightly dry-brush the chainmail. Using pure Mithril Silver, apply a crisp edge to the armour plates to create a sharp highlight. Finally, apply a wash of thinned-down Black and Dark Green inks over the armour to shade it.



◄ Like Elrond's armour, Gil–galad's has an aged, greenish hue.



► Leave the Dark Angels Green visible between the plates to add to the ancient look of the armour.



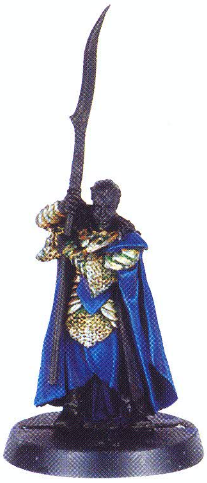
▲ The layering technique can be as stark or as subtle as you like. The more layers you use, the more gradual the highlights will be.

2 Inner Robes and Cloak

The vibrant blue robes are a distinctive feature of this model. Begin by painting the robes and cloak in a mix of Regal Blue and Chaos Black. Next, apply Regal Blue over most of this area, leaving the darker blue base showing through in the deepest recesses. Add a little Bleached Bone to Regal Blue to make a subtle, lighter blue and apply it to the raised areas of cloth using the layering technique. Add more Bleached Bone to the mix and apply another layer. You can repeat this process as many times as you like, making each progressive layer lighter and finer, until you are happy with the effect.

TOP TIP

You may find that the Bleached Bone and Regal Blue mix looks a little chalky when you have finished highlighting the model. However, this is easily rectified. Using watered-down Blue ink, apply a wash over the robes and cloak. This will tone down the highlights and help them look more natural.

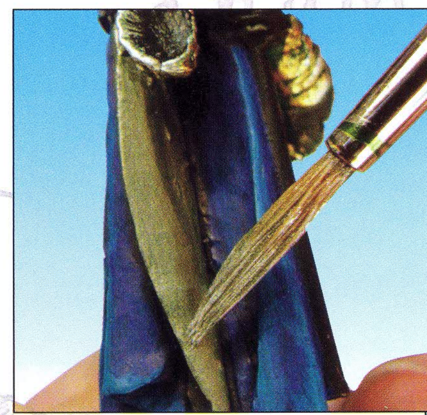


► The largest areas of the model are now completed.

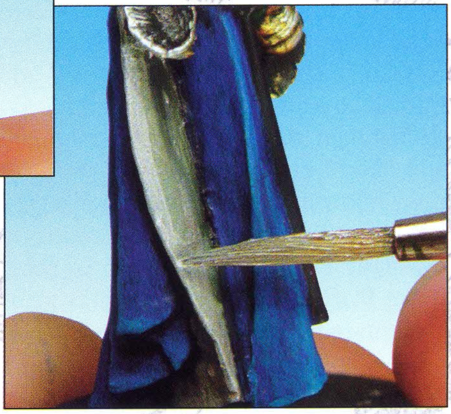
3 The Outer Robe

Gil-galad's outer robe is of the distinctive, silvery cloth used by the High Elves of the Second Age. Although it will look fine painted in the same way as the Elven cloaks from Pack 44, you could try using the following technique to really show off this impressive character model.

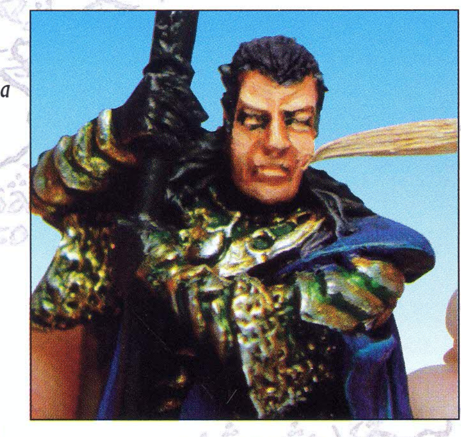
To achieve a metallic cloth effect, mix up equal quantities of Chainmail, Chaos Black and Goblin Green paints. Apply this to the outer robe as a base colour. Add Mithril Silver to the mix and paint it onto the robe as a highlight layer, then add more Mithril Silver for each progressive layer. Finally, mix Dark Green and Black inks and thin them down with water. Use the mix to wash the cloak, giving it a greenish sheen.



◄ *By mixing metallic paint with non-metallic colours, you can create a shimmering, satin-like effect.*



➤ *Adding silver to the mix provides a natural highlight, by making the surface more reflective.*



➤ *Adding a little Bleached Bone to Dwarf Flesh makes a subtle highlight for Gil-galad's face.*

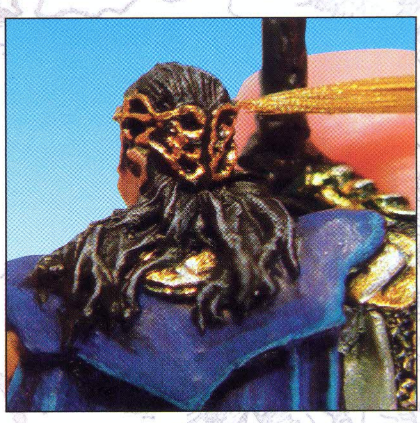
4 Gil-galad's Face

Paint the face with Tanned Flesh, carefully avoiding the eyes. Over this dark base colour, apply a highlight layer of Dwarf Flesh. Once this is dry, wash the face with watered-down Bestial Brown, before resetting the Dwarf Flesh layer. As a fine highlight, mix Dwarf Flesh with Bleached Bone and apply it to the prominent facial features, such as the nose, brow and chin.

5 The Hair

Gil-galad's hair is simply painted Chaos Black and then highlighted with a drybrush of Codex Grey. If the grey looks too stark, apply a thinned-down wash of Black ink to the hair to tone it down.

Pick out Gil-galad's ornate headpiece in Shining Gold, being careful not to fill in the gaps, then mix a little Mithril Silver with Shining Gold to create a highlight colour and paint this sparingly onto the filigreed details. Finally, apply a thin wash of Black and Dark Green inks to match the tone of the headpiece to the armour.

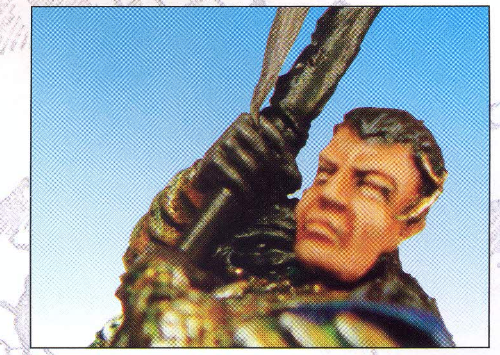


▲ *The ornate Elven crown is carefully picked out in Shining Gold.*

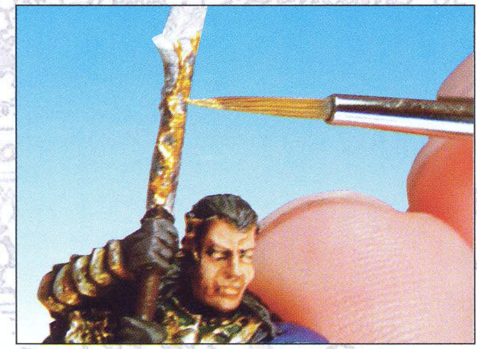
➤ *The model is almost ready for its finishing touches.*

6 Gloves and Boots

Paint the gloves and boots with a mix of Chaos Black and Scorched Brown. Add a little Codex Grey to the mix and use this as a highlight layer. Finally, pick out the fingers of the gloves by adding a small amount of Fortress Grey to the mix and carefully painting them with a fine brush.



◄ *Highlight the fingers of the gloves with a grey–brown mix.*



➤ *The ornate patterning on the spear blade is painted Shining Gold to make it stand out.*

7 Gil-galad's Spear

The spear, Aiglos, is a renowned and ornate weapon of the Elves. Begin by painting the shaft of the spear Scorched Brown. Next, paint the blade with Chainmail and highlight it by applying Mithril Silver to the edge. The gold details are painted Shining Gold, before being given a wash of Brown ink. Finally, add highlights with a mix of Shining Gold and Mithril Silver. You can simply base the model at this stage, or add further decorative details, as described below.

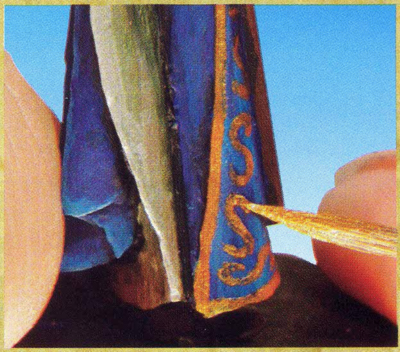
Painting Decorative Patterns

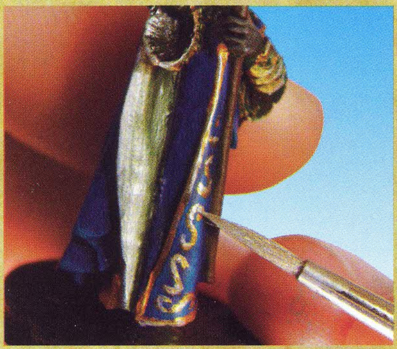
Gil-galad's blue robes are richly decorated with swirling, gold patterns. This ornate embroidery is quite tricky to represent on a miniature, so you might want to leave it off altogether. However, if you feel confident, try to paint it as follows.

Using a fine detail brush, paint a thin line of Shining Gold around the edges of the robes. Next, still using Shining Gold, carefully paint the outlines of the swirls close to the edging lines. Try to stick to curves and 's' shapes, keeping the lines crisp and neat. If you make any mistakes, simply paint over them with Regal Blue and try again.

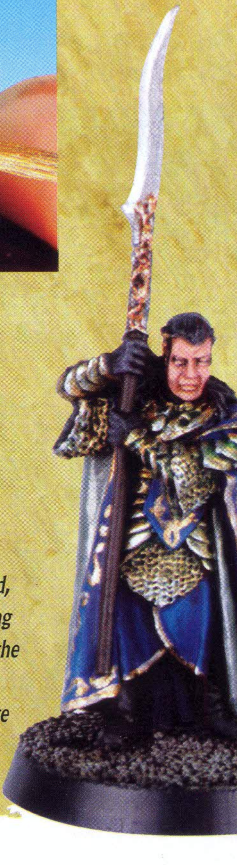
When you are happy with the design, highlight each swirl with a mix of Shining Gold and Mithril Silver to complete the model. Once the patterns are finished, all that remains is to base the model using your preferred method.

➤ *When drawing in the swirls, stick to simple, curved shapes.*





▲ *Highlight the curves to make them appear in relief, like real embroidery.*

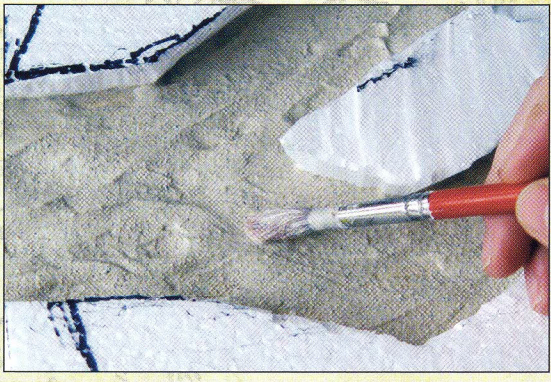


➤ *Gil–galad, clad in shining armour and the finest robes, ready to smite his enemies.*

2 The Lava

With the top layer of the board in place, you are ready to create your lava rivers. To make the lava, mix up a batch of plaster filler, adding sand to create a coarse texture. You will need to make around 600ml to cover one board section. Ensure the filler is fluid by adding plenty of water, as this will slow down the drying time and make the mixture easier to work with. Pour the plaster filler onto the board and gently smooth out the mixture using a wet brush, ensuring that it covers the entire area of the river.

◄ ISLANDS OF ROCK
Place pieces of polystyrene into the lava river to create small islands of rock.



► MOLTEN RIVER
Using a wet brush, create a rippled effect in the filler.

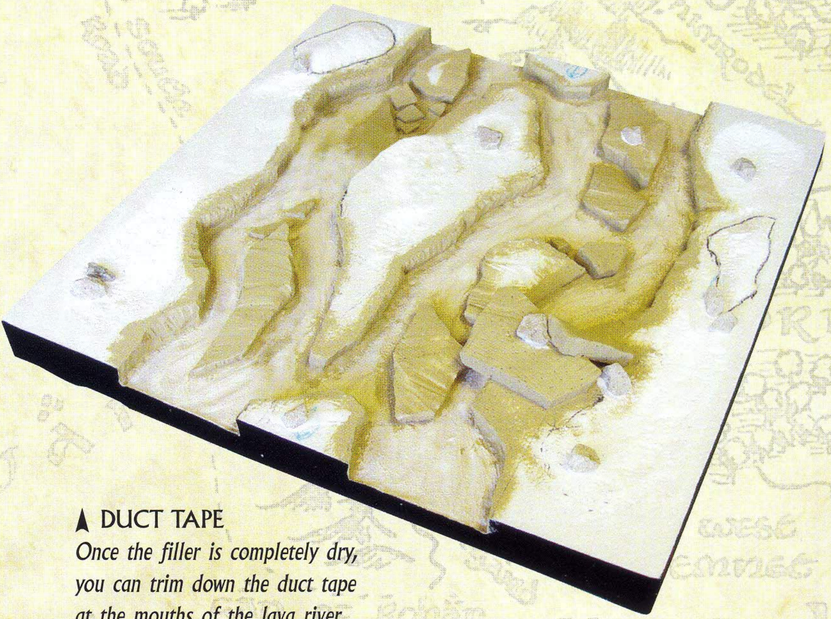
Next, cut up some small pieces of polystyrene to represent slabs of rock breaking apart in the river of lava. While the mixture is still wet, place these pieces into the river to form small, rocky jumping platforms. Remember when placing the rocks into the mixture to check the distance and spacing of the rocks, making sure your models will be able to jump across the gap. Again, before the plaster filler mixture dries, use a wet brush to form a flowing, rolling texture, representing a river of lava. Leave the board section to dry overnight.

3 Rock Formations

Now you will be ready to add some rock formations to the board section, using the fifth polystyrene tile. You can employ any of the techniques from Pack 44's Modelling Workshop. You can also create rock formations that overhang the lava flow. These will allow models to cross the river more easily in your Battle Games.

> *'It is a barren wasteland, riddled with fire and ash and dust.'*
>
> BOROMIR ™

▲ EXTRA LEVELS
Overhanging rocks are created by adding additional pieces of polystyrene to your top layer.

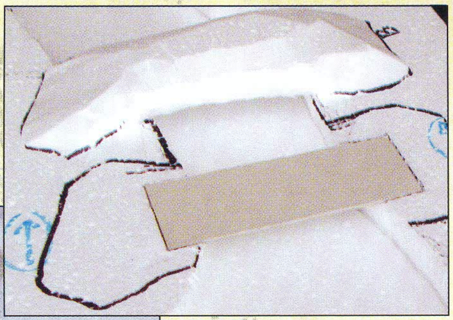


▲ DUCT TAPE
Once the filler is completely dry, you can trim down the duct tape at the mouths of the lava river.

4 Natural Bridges

The board can also include a natural, rocky bridge, which crosses the lava river. To make your bridge, cut out a rough slab of polystyrene long enough to span a section of the river. Use a hot wire cutter to roughly shape it into a curved bridge, but leave the underside flat. Place your bridge across the river and, using a pen, mark out the exact area where it will sit. Before attaching the bridge you may want to strengthen it. Take a piece of thick card, smaller than the bridge in both length and width. Mark the exact position of the card on the board with a pen and then, using a knife, remove a small sliver of polystyrene, the same thickness as the card. This allows the card to be inset, level with the surface of the board. The card and the bridge can then be glued in place and left to dry. Use sandpaper to smooth the joins between the board surface and the bridge.

Once all the rock features are in place, texture the rest of the board in the same way as the board sections from Pack 44.



➤ ATTACHING THE CARD

After cutting a section to hold the card, glue it into place.

◄ SHAPING THE BRIDGE

When sanding the bridge, be careful not to break the polystyrene.

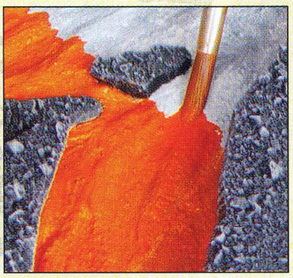
➤ TEXTURE THE ROCKS

Using a combination of gravel and textured paint, cover the rocky parts of the board section.

5 Painting the Board

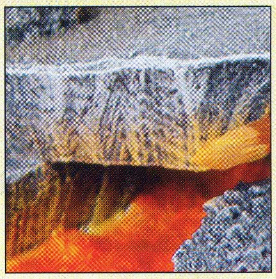
Once the textured surface of the board has set, you can paint the rocky terrain using the same process as detailed for the previous board sections from Pack 44. The next step is to paint the lava. Start by covering the entire river with a coat of Skull White. When this is dry, apply a coat of Blazing Orange. You can then use an old brush to dry-brush Blazing Orange onto the edges of the rocks and underside of the bridges, giving the impression that the lava is glowing and casting light upwards onto them.

Next, apply a heavy dry-brush of Blood Red over the entire surface of the river. To help give the impression that the lava is fluid, paint on gloss varnish. When you are sure the varnish has set, dry-brush the surface of the river with a mixture of Chaos Black and Codex Grey, creating the effect of rock cooling on the surface of the lava. Finally, apply streaks of Sunburst Yellow mixed with Skull White. This will represent areas where the extremely hot lava breaks the surface.



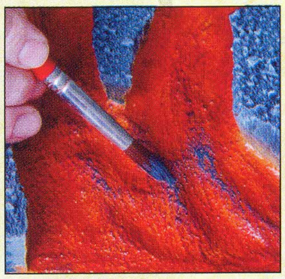
▲ PAINTING THE LAVA

The Skull White undercoat makes the Blazing Orange brighter.



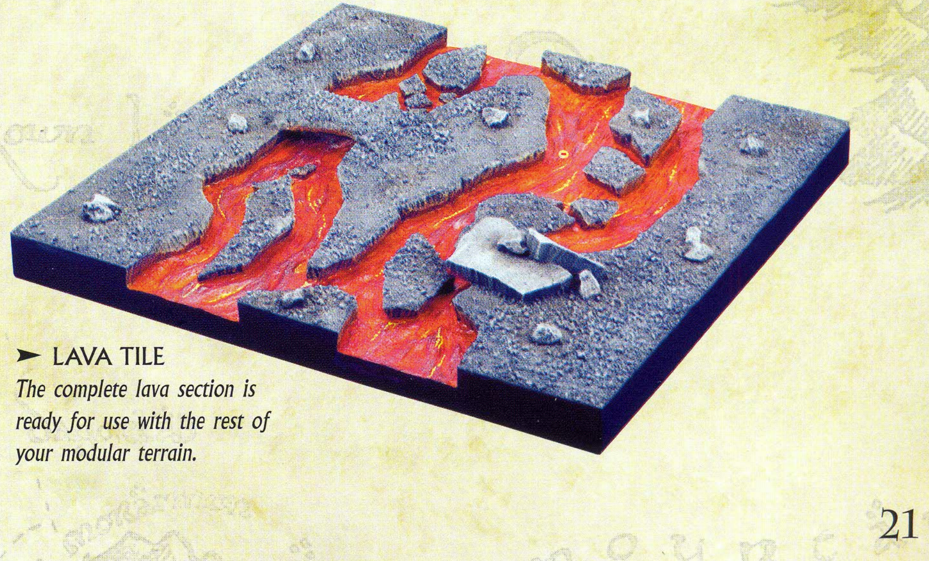
▲ FIERY GLOW

Dry–brush the edges of the rock to create the impression of light and heat.



▲ COOLING ROCKS

Dry–brushing after varnishing creates the effect of the surface cooling and hardening.



➤ LAVA TILE

The complete lava section is ready for use with the rest of your modular terrain.

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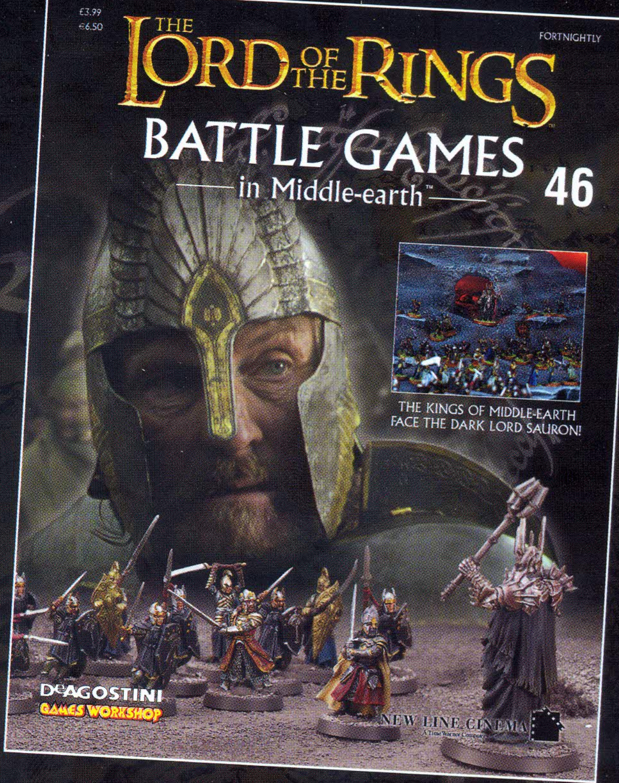
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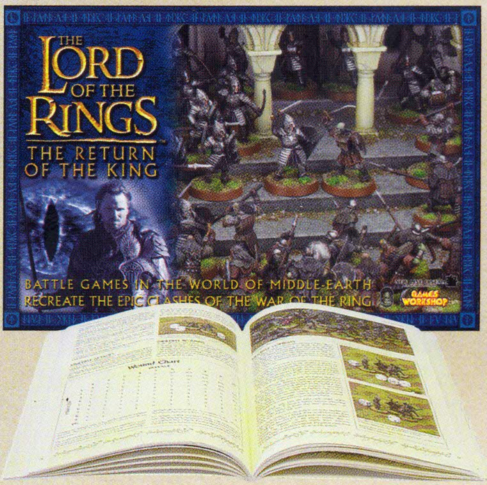
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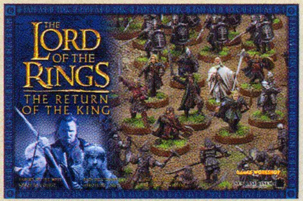
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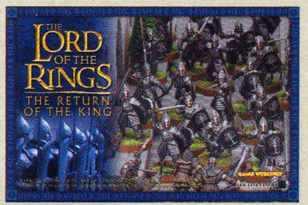
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